

# Abstract

A sound interval and a sound volume are extracted from the voice of a player inputted through a microphone, to grip changes in the sound interval and the sound volume in words. The difference between these

5 data and reference data recorded in reference voice data 203 is calculated, and the inputted words are evaluated on the basis of the difference.

With respect to a character as an operating object of the player, the contents of an operation of the character are determined by the evaluation, and the character reacts in real time. Thus, a game is

10 realized in which the character makes real-time reactions to voice inputs from the player.